

Dungeon Defenders

Tomb of Etheria

Level Design Document

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Overview

The map is set inside a tomb, inspiration for the style will be drawn from the ancient Egyptians but not exclusively. The level is set in the current time period of the Dungeon Defenders time period, therefore the tomb will look run down and feature broken areas. The tomb will also feature a lot of scaffolding and work tools/assets from an excavation team. The lighting will be on the lower end of what is seen in Dungeon Defenders to help create a tomb like atmosphere. The main light source will be from the torches on the wall, there will also be 4 sky light openings which will help light the top of the level with natural sun light.

Map Information

- 2 Crystals
- 6 Chests each containing 100 mana
- 100 DU
- Difficulty Audience: Levels 10 - 50

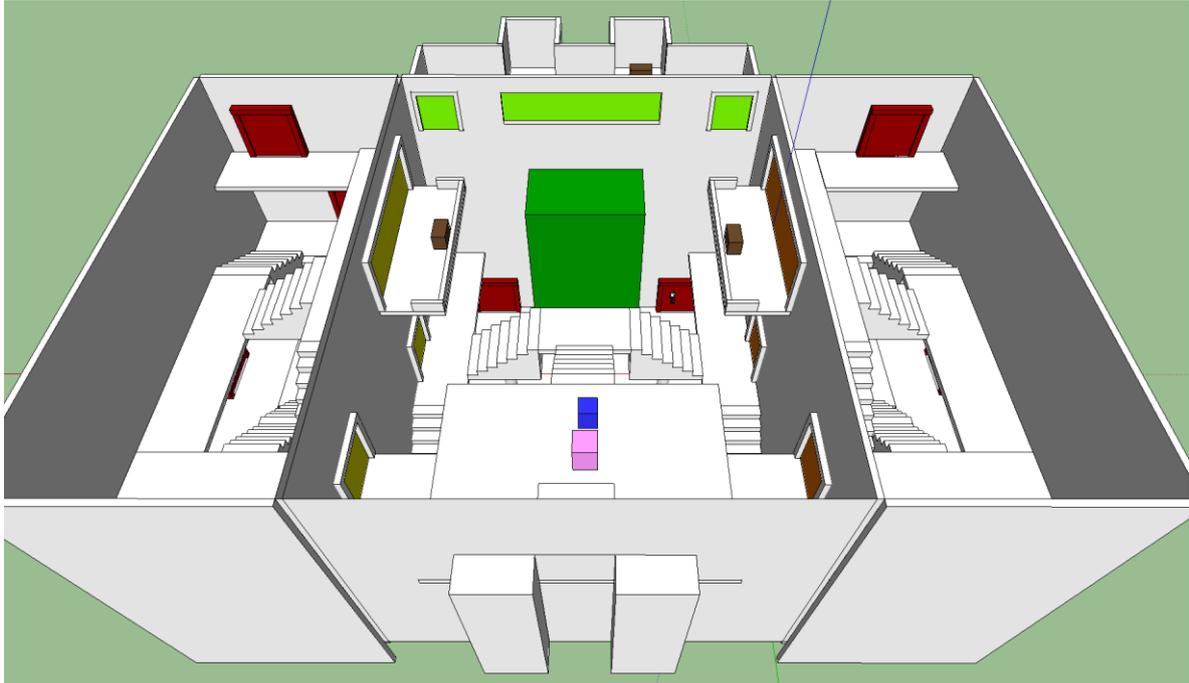
Key Events

- Map starts with extra build time for the players.
- 3rd Wave the left doors open to reveal the left side atrium and 2 new enemy spawners begin spawning enemies.
- 4th Wave the secret area doors open revealing a player only corridor with an extra chest and a quick way to move between the two balconies.
- 5th Wave the right doors open to reveal the right atrium and 2 new enemy spawners begin spawning enemies.
- 8th Wave the final 2 spawners (top right and left) start spawning enemies.

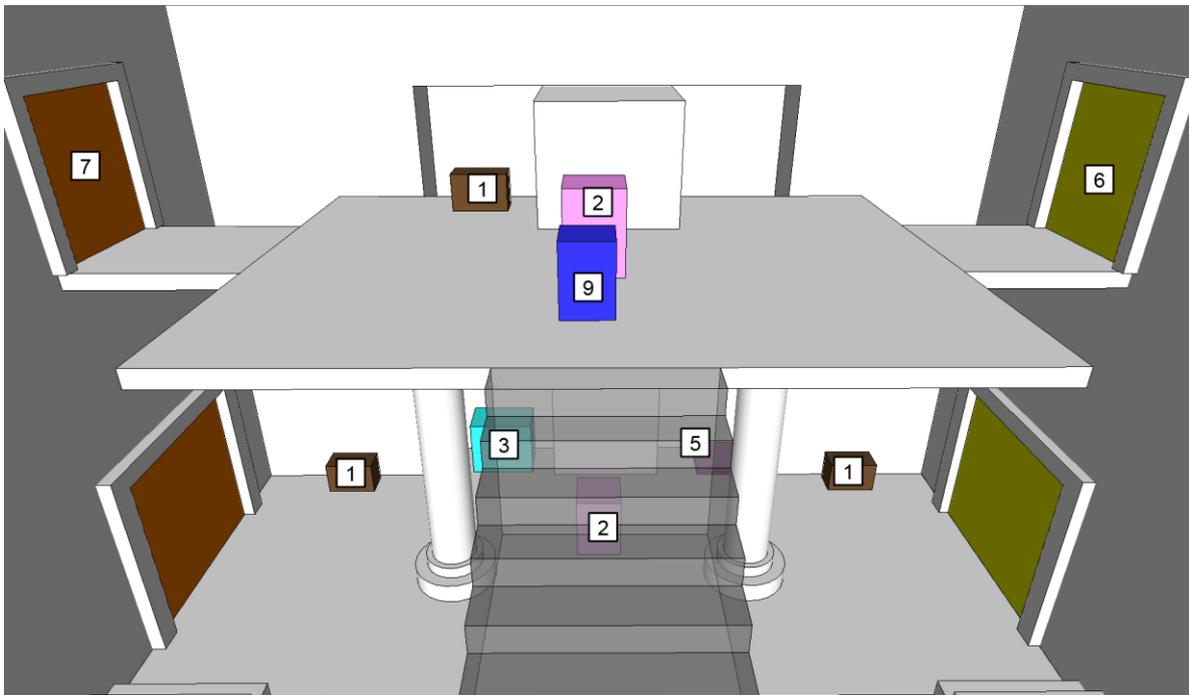
Enemies

- Goblin
 - Starts on wave 1
- Dark Elf
 - Starts on wave 1
- Orc
 - Starts on wave 1
- Dark Elf Mage
 - Starts on wave 5
 - Alternative waves
- Dark Elf Warrior
 - Starts on wave 5
 - Only for 4 players and up.
- Skeleton
 - Starts wave 8
- Korbold
 - Starts on wave 6

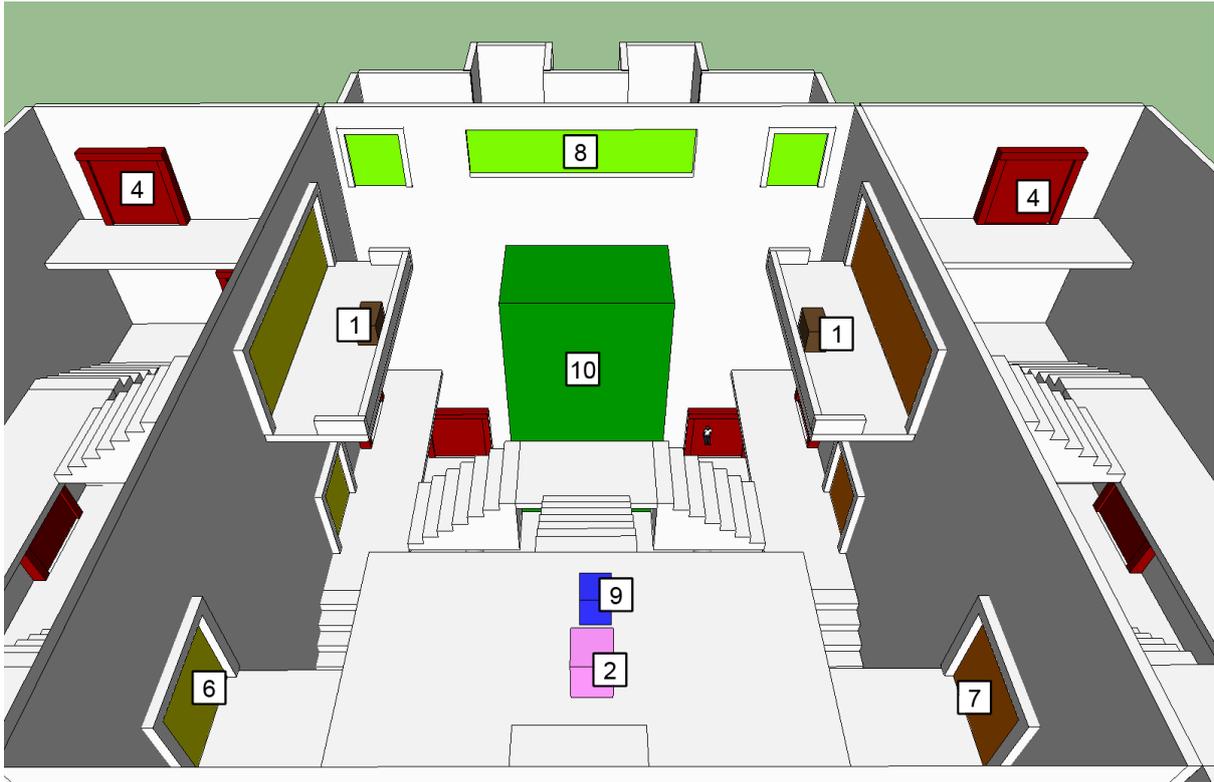
Map Layouts and Key



Main View



Crystal Area (front stair case translucent for visibility)



Gameplay Assets

1. Chest
2. Crystal
3. Forge
4. Enemy Spawn Areas
5. Moving Lift
6. Left atrium doors
7. Right atrium doors
8. Secret area doors
9. Player

Hero Prop

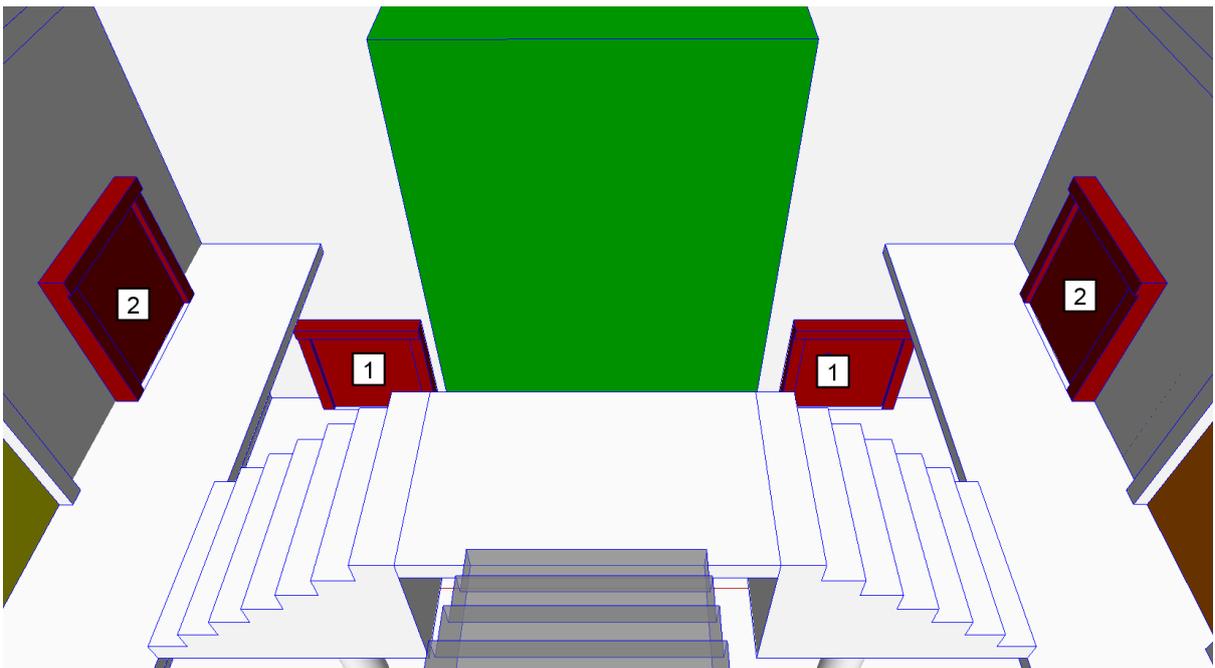
10. Goblin Lord of the Underworld Statue

Level Walkthrough

Wave 1-2

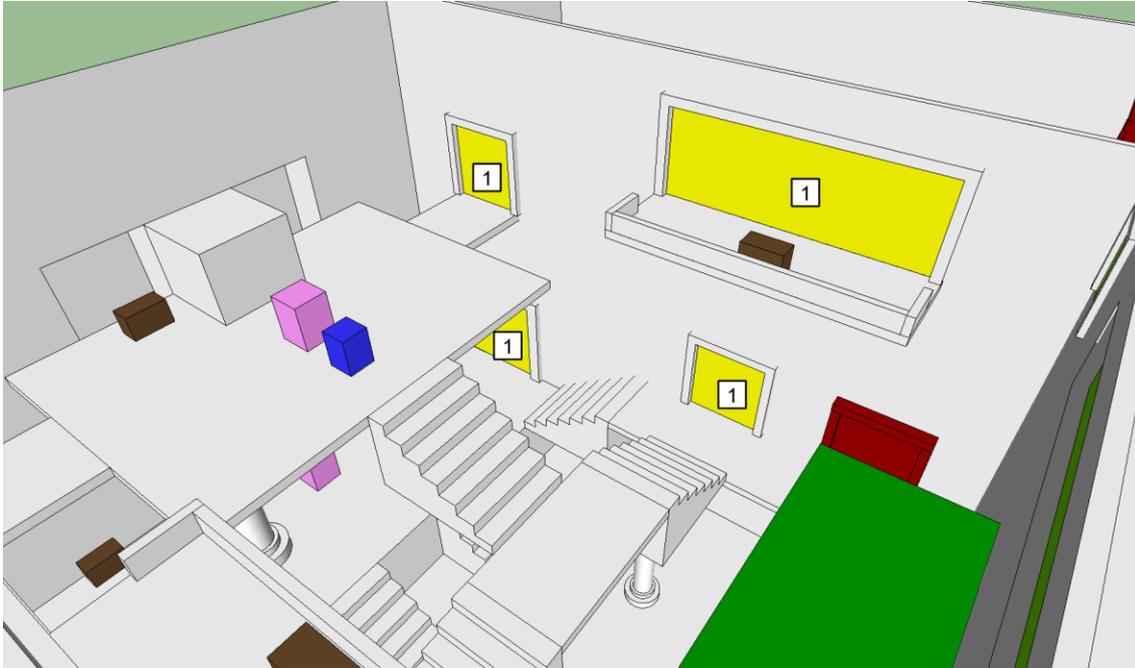


Wave 1 and 2 take place solely in the main chamber. As far as the player is concerned the whole map consists only of the main chamber. Players start with 5 chests each with 100 mana in (brown boxes)

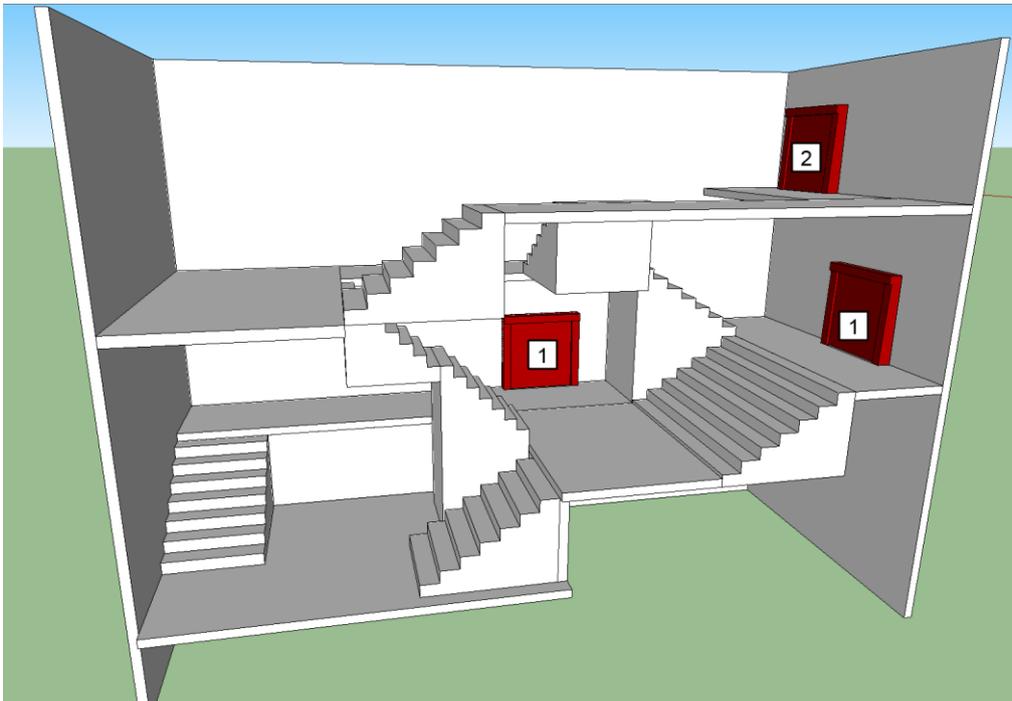


For the first 2 waves the enemies will spawn from the enemy spawn areas seen above (1). Spawn areas marked with (1) will head to the bottom crystal, spawn areas marked with (2) will head to the top crystal.

Wave 3

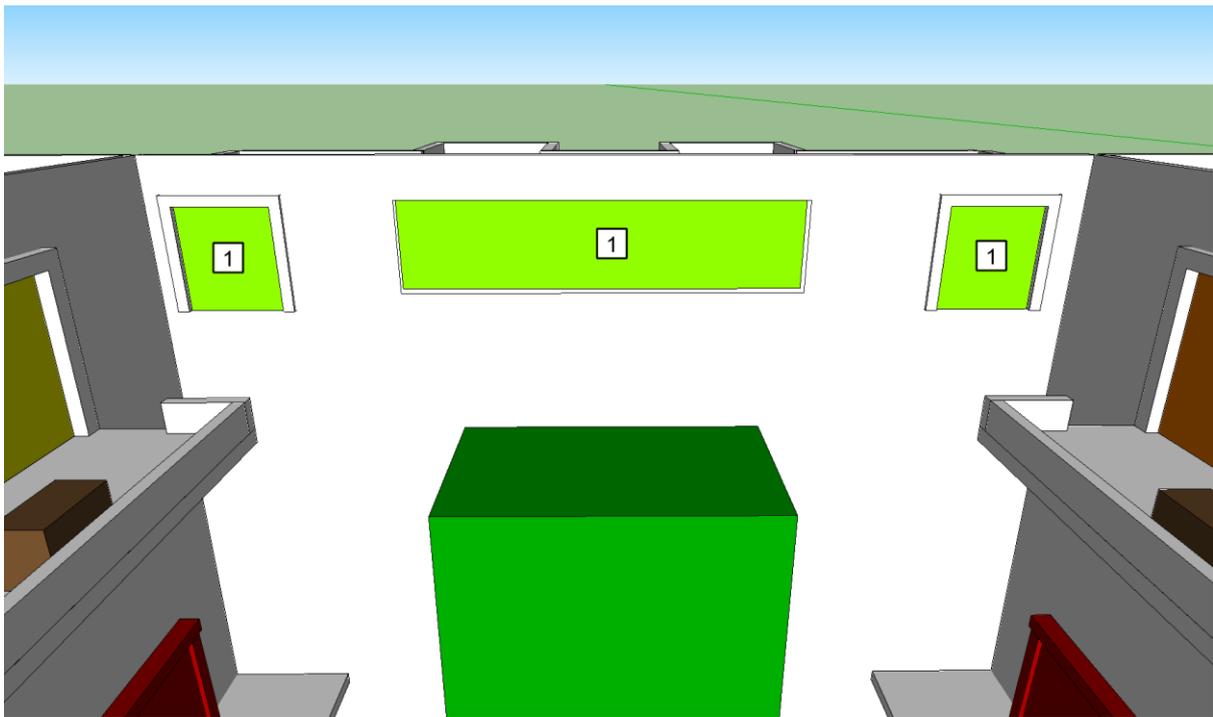


At the end of wave 2 and just before the build phase starts for wave 3 a small cut scene lasting 4-5 seconds long will show the side atrium doors (1) opening up. This ensures the players have seen the doors opening and can adapt their strategies to the new layout.

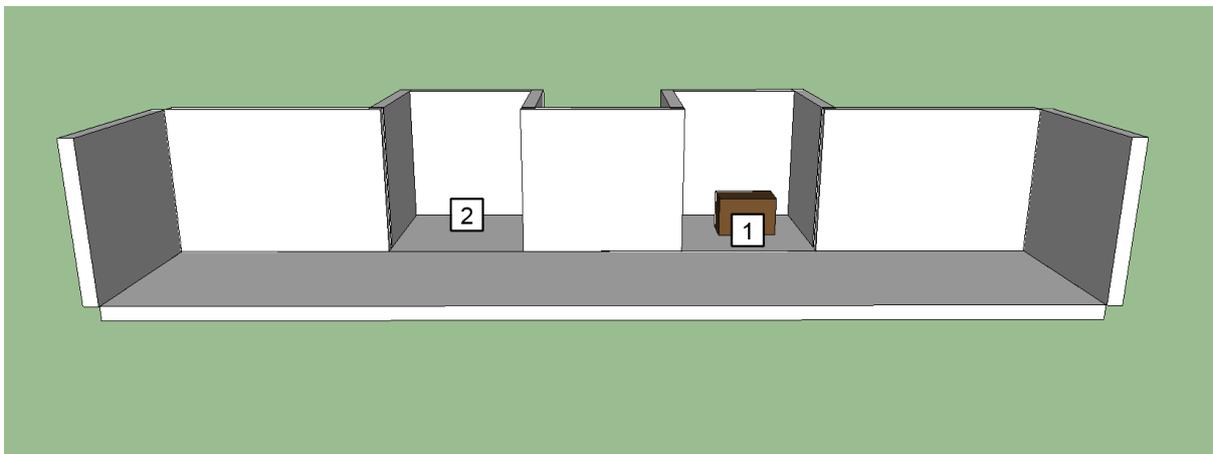


When wave 3 combat phase starts spawn areas marked (1) will begin but the one marked (2) will begin later in the level.

Wave 4

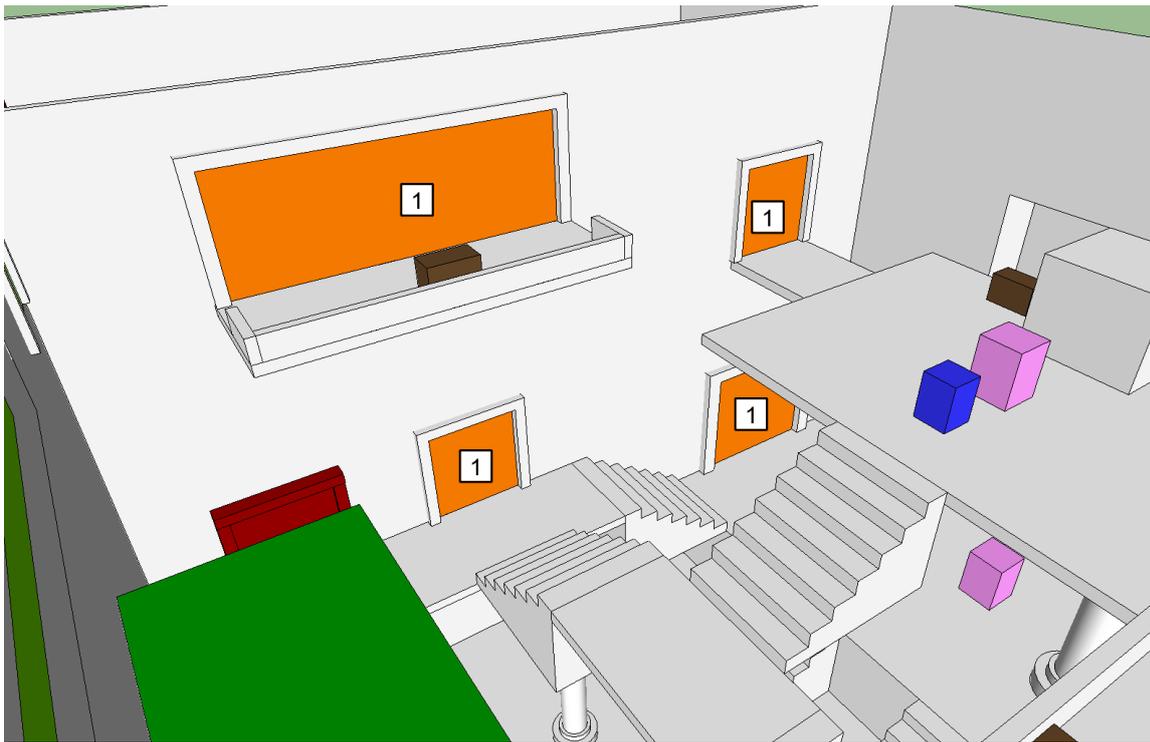


At the end of wave 3 and just before the build phase starts a small cut scene lasting 4-5 seconds long will show the secret area doors (1) opening up.

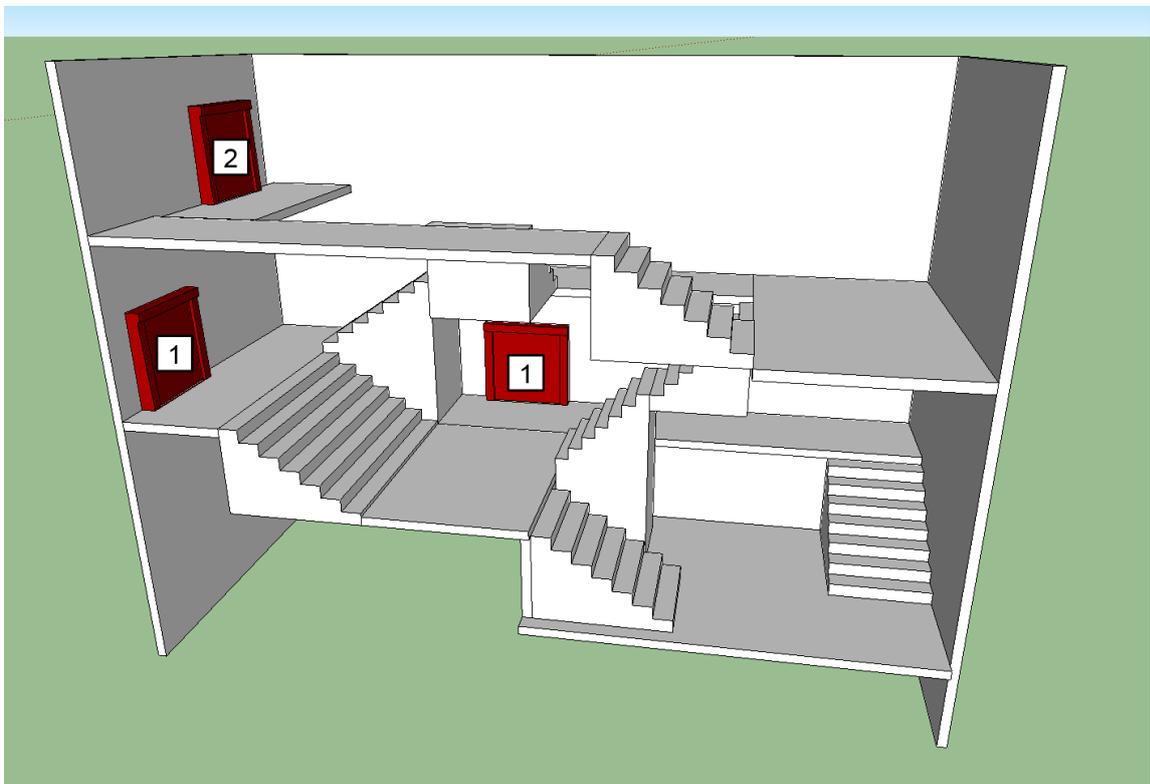


The secret area contains an extra chest (1) with 100 mana in for the players to use from that point on. The empty area (2) will be decorated with sarcophaguses, some closed and some open to reveal mummies/skeletons inside.

Wave 5



At the end of wave 4 and before the build phase of wave 5 a short cut scene will play for approx. 4-5 seconds which shows the right atriums doors opening. As with the other side the cut scene ensures the players know it has opened and can adjust their tactics accordingly.



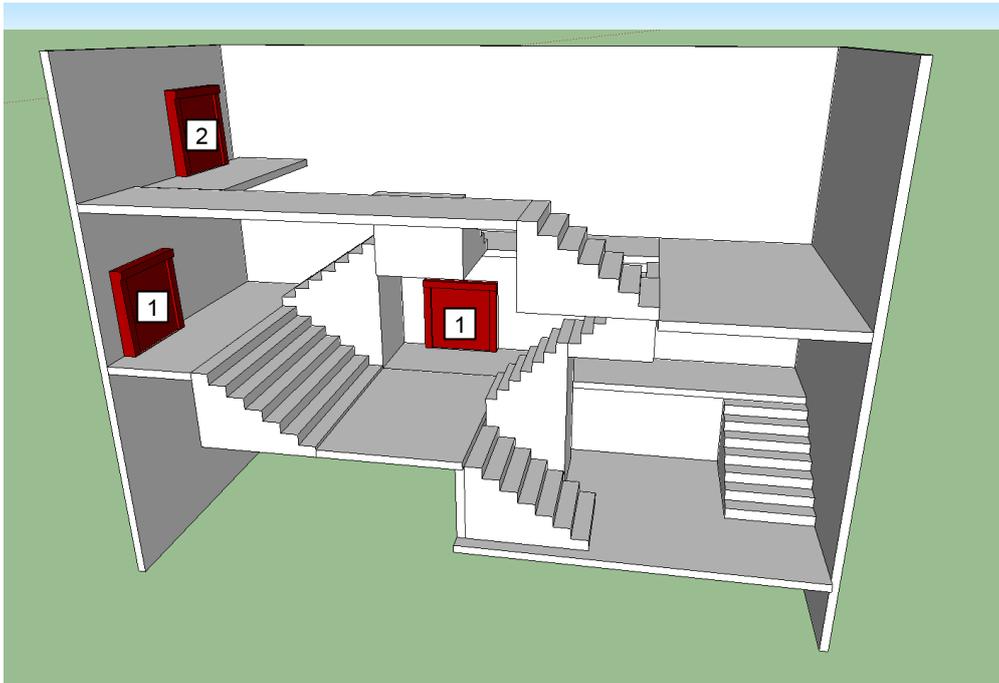
When wave 5 combat phase starts spawn areas marked (1) will begin but the one marked (2) will begin later in the level.

Wave 6-7

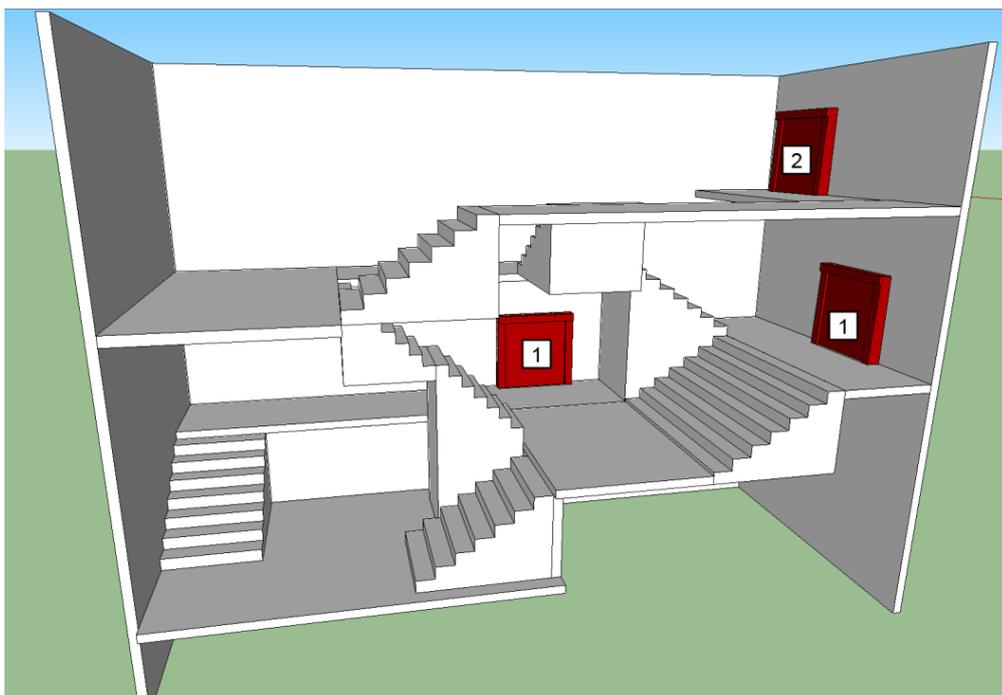
Player continues to defend the crystals with no major events taking place.

Wave 8

When wave 8 begins the top spawn area in the left and right atrium will start spawning enemies, this helps to increase the difficulty in the later waves and potentially force players to change their defences to defend against the new enemy waves.



Right Atrium



Left Atrium

Wave 9

Player continues to defend the crystals with no major events taking place.

Wave 10

Wave 10 is the final wave and will feature a surprise Ogre boss. The floor section in front of the Goblin Statue will open revealing a new enemy spawner. Two ogres will spawn from this newly revealed spawner during the final wave.